AUG 2019

GPOSERS

ジーポーザーズ

VOL. 12

ANNIVERSARY EDITION

ANNIVERSARY EDITION

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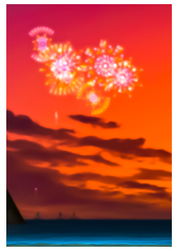

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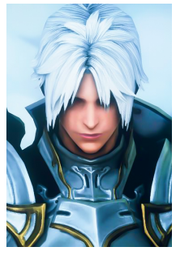

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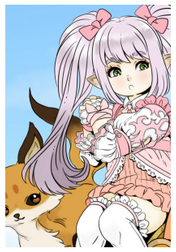

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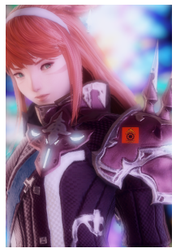

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GPOSERS

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QUALITY ASSURANCE

IN GPOSERS
WE TRUST

THE PEOPLE WHO
MAKE IT HAPPEN

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ENJOY READING
OUR ISSUE!

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THANK YOU

FOR A FULL YEAR OF HARD WORK!

GPOSERS

A FFXIV FAN PROJECT

FOLLOW US ON SOCIAL MEDIA

THANK YOU

TO OUR NITRO BOOSTERS!

RURI	BAIJU DHORO
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JOIN US ON DISCORD!

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LETTER FROM THE EDITORS

TO OUR READERS,

It has been a little over a year now since we first embarked on the journey that would become the GPOSERS Project, and what a year it has been! When we first started our little community and project, the much larger Final Fantasy XIV community was experiencing a time of turmoil. Groups with the same passion and goals as our own began to form left and right, all to varying levels of success.

None of us expected our community to become as popular as it has. We now stand at over 8,000 Discord members and counting, and that's without even mentioning how popular **#GPOSERS** has become on social media. Though there are new faces abound in both our staff and the community, we believe that we have never strayed too far from our original goal of providing a comfortable and enjoyable environment to focus on creative endeavors related to Final Fantasy XIV.

With the release of the issue you're currently reading, we have now published twelve amazing issues (and two mini-issues!) of GPOSERS Magazine, complete with guides and community content for the world to enjoy. Much to our surprise, GShade—our custom build of ReShade—has exploded in popularity as well, providing countless creative tools not found anywhere else.

To all of you out there reading this, whether you stumbled upon this magazine accidentally, joined our community recently, or have been following us from the start: Thank you for your endless support for the GPOSERS community, the Final Fantasy XIV community, and for supporting everyone's creative pursuits. We promise to continue doing our best to do the same in return.

THANKS FOR READING!

COMMUNITY
Collection

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YURIAN BEY
a tribute

On **August 6, 2019**, our community lost a friend, a mogul, and a pillar:

YURIAN BEY

It's difficult to know where to start, how do you put things into words that commemorate—and memorialize—someone who encompasses so much to so many?

I met Yurian through both Instagram and mutual friends. There were about a billion questions I had for him because I couldn't understand how he did what he did! His screenshots were so amazing! We instantly hit it off; he was so kind and took the time to answer all of my questions. I saw the type of people he surrounded himself with which instantly drew me in and impressed me—he had built himself a little family. A family that quickly became mine as well in a time when I had almost no one.

Soon Yurian and I were inseparable; it just happened. We made sense. He was my best friend, my soulmate. I would just stand in awe at his talent, amazed at the inspiration he gave to the people around him including myself. So much talent in him and yet he was always striving for something more, something better, something **bigger...**

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To some he seemed almost unapproachable or—as I used to call him—*"one of the cool kids,"* but anyone who ever reached out to him knows the opposite was true. He was very humble and so easy to talk to, he always took the time to respond, and he always cared. He was even known to follow up to see if any advice he had given had worked, providing more suggestions if not.

No matter what project he had on the go, he always made time to help his friends with their projects. Encouraging us all and breathing excitement into everything we did. I think that he was inspired by us as well with the way he carried on. He loved seeing people create.

Mine and Yurian's relationship may have been unique, but my story wasn't. I can't count the number of messages that I've received, not just of support, but telling me how much he had inspired people. How many people he had kept motivated to stick with gpose. How many people he had given the spark to strive for **something more...**

I remember waiting for him many times while he was responding to people, answering questions all the time. And that just made me smile. He was always so helpful, so selfless. This is how we keep him in our hearts: we keep encouraging others, be kind to each other, and continue to be each others' inspiration. If there was one thing Yurian wanted, it was to see people smile.

Let's keep one another **smiling** like he did.

We'll live by his example: let's laugh, love, remember the good times, the beautiful things he brought to us, and the way we all felt when we first saw his pictures or his videos. We'll hold on to that, and let the spark he gave live on so that he too may live on through each and every one of us.

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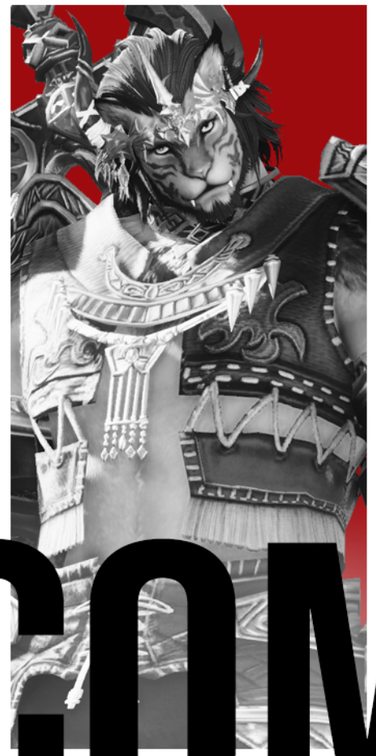
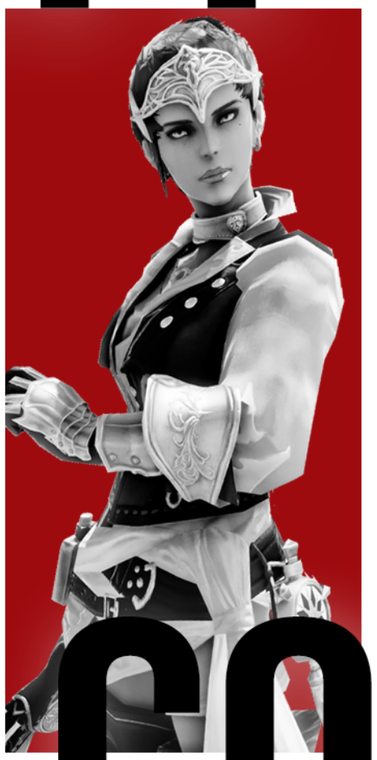


COMMUNITY



COUTURE

Bright Light

BY LYS SPERENTIA OF CERBERUS

Lys_Shrug

A bright light dancing in the dark.

Gear List

FOR BRIGHT LIGHT

PADJALI WAR QUOITS
OBTAINED: PALACE OF THE DEAD (30 WEAPON AETHERPOOL + 30 ARMOR AETHERPOOL)

ATROCIRAPTORSKIN CORSELET OF AIMING
DYE: PLUM PURPLE
OBTAINED: CRAFTED (LTW LVL. 75) / LOCAL MERCHANT - FANOW - THE RAK'TIKA GREATWOOD (38,511 GIL) / MARKET BOARD

THAVNAIRIAN GLOVES
DYE: SNOW WHITE
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

SCION TRAVELER'S TROUSERS
DYE: SNOW WHITE
OBTAINED: A REQUIEM FOR HEROES (MAIN STORY QUEST)

AUGMENTED SCAEVAN GREAVES OF AIMING
DYE: IRIS PURPLE
OBTAINED: ENNA - RHALGR'S REACH (345 POETICS TOMES)

LAKELAND NECKLACE OF AIMING
OBTAINED: HOLMINSTER SWITCH

ALLAGAN BRACELETS OF CASTING
OBTAINED: THE BINDING COIL OF BAHAMUT - TURN 2

Dancing Rose

With sharp angles, elegant embellishments, and traditional colorings, this glamour easily goes above and beyond to earn its namesake. Paired with an ornate set of chakrams, donning this glamour is sure to make you the envy and avidity of commonfolk for malms around.

Gear List

FOR DANCING ROSE

DEEPGOLD CHAKRAMS
DYE: GENERAL-PURPOSE PASTEL PINK
OBTAINED: CRAFTED (BSM LVL. 73) / PIXIE HOARDER - LYDHA LRAN - IL MHEG (40,878 GIL) / MARKET BOARD

WEATHERED DANCER'S HEADDRESS
OBTAINED: GRENOLDT - THE WORKBENCH - THE TEMPEST

THE FORGIVEN'S TABARD OF AIMING
DYE: GENERAL-PURPOSE PASTEL PINK
OBTAINED: MT. GULG

GLIDERSKIN GLOVES OF AIMING
DYE: GENERAL-PURPOSE PASTEL PINK
OBTAINED: CRAFTED (LTW LVL. 72) / DOMITIEN - OLD GRIDANIA (1,220 GIL) / MARKET BOARD

VELVETEEN TIGHTS
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: CRAFTED (WVR LVL. 27) / PIXIE HOARDER - LYDHA LRAN - IL MHEG (22,482 GIL) / MARKET BOARD

GLIDERSKIN BOOTS OF AIMING
DYE: GENERAL-PURPOSE PASTEL PINK
OBTAINED: CRAFTED (LTW LVL. 72) / PIXIE HOARDER - LYDHA LRAN - IL MHEG (22,482 GIL) / MARKET BOARD

COPPER EARRINGS
OBTAINED: CRAFTED (GSM LVL. 6) / ILORIE - OLD GRIDANIA (136 GIL) / MARKET BOARD

RONKAN NECKLACE OF AIMING
OBTAINED: AYMARK - EULMORE (180 GOETIA TOMES)

Dark Embrace

Bring a refreshing edge to your look during your first, second, or even third playthrough of Shadowbringers!

Gear List

FOR DARK EMBRACE

GREATSWORD OF THE BEHEMOTH KING
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (2,000 WOLF MARKS)

REPLICA HIGH ALLAGAN CIRCLET OF FENDING
OBTAINED: CRAFTED (GSM LVL. 60) / MARKET BOARD

BONEWICCA PROTECTOR'S COAT
OBTAINED: THE SWALLOW'S COMPASS

FINGERLESS RAPTORSKIN GLOVES
DYE: DALAMUD RED
OBTAINED: CRAFTED (LTW LVL. 43) / DOMITIEN - OLD GRIDANIA (4,620 GIL) / MARKET BOARD

LINEN TIGHTS
DYE: SOOT BLACK
OBTAINED: CRAFTED (WVR LVL. 35) / DOMITIEN - OLD GRIDANIA (2,375 GIL) / MARKET BOARD

ANEMOS EXPEDITIONARY'S BOOTS
OBTAINED: OBTAINED: EUREKA ANEMOS LOCKBOXES / MARKET BOARD

GENJI EARRINGS OF FENDING
OBTAINED: DELTASCAPE V1.0 (SAVAGE)

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DESERT Business

BY MELISANDE SPERENTIA
FROM CERBERUS

A fitting outfit for a fierce businesswoman from Ul'dah.

GEAR LIST

FOR DESERT BUSINESS

THAVNAIRIAN BOLERO
DYE: GOBBIEBAG BROWN
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

FAR EASTERN NOBLE'S ARMLETS
OBTAINED: MOG STATION

FAR EASTERN NOBLE'S PETTICOAT
DYE: GOBBIEBAG BROWN
OBTAINED: MOG STATION

PAGOS SANDALS
DYE: LOAM BROWN
OBTAINED: EUREKA PAGOS LOCKBOXES / MARKET BOARD

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FINAL [URBAN] Fantasy

BY X'SHASI KILNTREADER
FROM MATEUS

My attempt to make a stylish, urban-fantasy type outfit! It ended up looking suitable for a modern Final Fantasy protagonist, and will work for any DPS caster, given an appropriate weapon.

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GEAR LIST

for final [urban] fantasy

ALA MHIGAN ROD
DYE: PEACOCK BLUE
OBTAINED: BILLEBAUT - RHALGR'S REACH (70 CENTURIO SEALS)

SCION ROGUE'S BANDANA
OBTAINED: THE RESONANT (MAIN STORY QUEST)

NEZHA LADY'S TOGI
DYE: SOOT BLACK
OBTAINED: MOG STATION

REPUBLICAN SIGNIFER'S FINGERLESS GLOVES
DYE: METALLIC SKY BLUE
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (2,000 WOLF MARKS)

SPRING BOTTOMS
DYE: SOOT BLACK
OBTAINED: KASUMI - THE GOLD SAUCER (8,910 GIL)

EXPEDITIONER'S THIGHBOOTS
DYE: SOOT BLACK
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

ALLAGAN EARRINGS OF HEALING
OBTAINED: THE BINDING COIL OF BAHAMUT - TURN 1

MUUDHORN RING OF CASTING
OBTAINED: CRAFTED (GSM LVL. 63) / URAKE - KUGANE (15,741 GIL) / MARKET BOARD

ALLAGAN RING OF HEALING
OBTAINED: THE BINDING COIL OF BAHAMUT - TURN 4

gposers

GREEN THUMBED GATHERER

Not every hero wields a sword—some carry a pickaxe and gardening shears! Lend a hand to The First with your mastery in gathering and look good while doing it. With durable boots and stylish leather gloves, you'll be turning heads even while you're knee-deep in the mud.

GEAR LIST

FOR GREEN THUMBED GATHERER

FIELDFIEND'S HATCHET
OBTAINED: SCRIP EXCHANGE - EULMORE (450 WHITE GATHERERS' SCRIPS)

CARBONWEAVE CAP OF GATHERING
DYE: MARSH GREEN
OBTAINED:CRAFTED (LTW LVL. 60) / MARKET BOARD

SWALLOWSKIN COAT
DYE: MARSH GREEN
OBTAINED: CRAFTED (LTW LVL. 80) / MARKET BOARD

SWALLOWSKIN GLOVES
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

TANTALUS BREECHES
DYE: SHADOW BLUE
OBTAINED: VETERAN REWARD (150 DAYS)

SWALLOWSKIN BOOTS
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

HOT SHOT

Take aim and fire with a look that is sure to overheat any onlookers. While drilling your enemy with both form and function, just make sure not to overheat yourself!

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GEAR LIST

FOR HOT SHOT

MAKAI HAND MORTAR
DYE: SOOT BLACK
OBTAINED: DISREPUTABLE PRIEST
WOLVES' DEN PIER (4,000 WOLF MARKS)

SKY PIRATE'S VEST OF AIMING
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (WVR LVL. 60) /
MARKET BOARD

DINOSAUR LEATHER GLOVES
OBTAINED: CRAFTED (LTW LVL. 60) /
MARKET BOARD

CROPPED FIREGLASS LEATHER SLOPS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: CRAFTED (LTW LVL. 80) /
MARKET BOARD

FACET BOOTS OF AIMING
OBTAINED: CRAFTED (LTW LVL. 80) /
MARKET BOARD

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Knight-Errant

Do you feel as though your destiny lies in travelling the realms earning the ardor of all through your good deeds? Feel like you have no choice in the matter? We thought so! This modern and more casual take on a much older style will have you equipped with everything you need to fulfill your dreams of courtly love.

GEAR LIST

FOR KNIGHT-ERRANT

FAE MANATRIGGER
DYE: CELESTE GREEN
OBTAINED: DOHN MHEG

VOEBURTITE CIRCLET OF FENDING
OBTAINED: DOHN MHEG

ALTERED WOOLEN SHIRT
DYE: LOAM BROWN
OBTAINED: CRAFTED (WVR LVL. 39) / MARKET BOARD

VOEBURTITE GAUNTLETS OF FENDING
OBTAINED: DOHN MHEG

SPRIGGAN BOTTOMS
DYE: CELESTE GREEN
OBTAINED: FUTURE MOG STATION ITEM

VOEBURTITE GREAVES OF FENDING
OBTAINED: DOHN MHEG

SILVER EARRINGS
OBTAINED: CRAFTED (GSM LVL. 26) / ILORIE - OLD GRIDANIA (1,301 GIL) / MARKET BOARD

WYVERNSKIN CHOKER
OBTAINED: CRAFTED (LTW LVL. 54) / MARKET BOARD

ONI

BŌSŌZOKU

BY MATAHINA UMIGAME
FROM BALMUNG

MATAHINA THE SEA TURTLE

t

DRPOXO.TUMBLR.COM

This look is meant to give the feel of Japanese customized motorcycle gangs, aiming for the traditional look of round sunglasses, leather military jackets, baggy pants, and tall boots. This outfit is designed for the thrill of the road and equipped to fight for your turf.

GEAR LIST

FOR ONI BŌSŌZOKU

MATCHLOCK GREAT CLUB
DYE: ADAMANTOISE GREEN
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (4,000 WOLF MARKS)

PINCE-NEZ
OBTAINED: DZEMAEL DARKHOLD / MARKET BOARD

NEZHA LADY'S TOGI
DYE: ADAMANTOISE GREEN
OBTAINED: MOG STATION

PUNCHING GLOVES
DYE: ADAMANTOISE GREEN
OBTAINED: CRAFTED (LTW LVL. 50) / MARKET BOARD

TSUTSU-HAKAMA OF THE BLUE
OBTAINED: SHIKITAHE - TAMAMIZU - THE RUBY SEA (4X KOJIN SANGO)

BLACKBOSOM BOOTS
OBTAINED: MOG STATION

THE EMPEROR'S NEW EARRINGS
OBTAINED: TATAROGA - MOR DHONA (48 GIL) / MARKET BOARD

SCHOLARLY PURSUITS

BY LILITH LOVECRAFT OF BALMUNG

Austere_Rose

Want to do some research and look the part? This glamour will show that you mean business when it comes to all things academic. It's cute (those glasses!), but also has a bit of sex appeal (show just a bit of leg!). Be serious about higher education in this glam.

GEAR LIST

FOR SCHOLARLY PURSUITS

ENGRAVED LEATHER GRIMOIRE
OBTAINED: CRAFTED (ALC LVL. 10) / GERAINT - OLD GRIDANIA (439 GIL) / MARKET BOARD

OVAL READING GLASSES
DYE: SOOT BLACK
OBTAINED: CRAFTED (GSM LVL. 40) / MARKET BOARD

VOEBURTITE TUNIC OF CASTING
OBTAINED: DOHN MHEG

EASTERN SOCIALITE'S GLOVES
OBTAINED: DYE: GENERAL-PURPOSE DARK BROWN
OBTAINED: MOG STATION

SOUTHERN SEAS TANGA
DYE: GENERAL-PURPOSE DARK BROWN
OBTAINED: MOG STATION

ISHGARDIAN THIGHBOOTS
DYE: GENERAL-PURPOSE DARK BROWN
OBTAINED: GOLD SAUCER ATTENDANT - THE GOLD SAUCER (30,000 MGP)

ALA MHIGAN EARRINGS
OBTAINED: FINAL FANTASY XIV: STORMBLOOD (PRE-ORDER BONUS)

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SIN EATER BLACKMAGE

BY MAURELI SUIDAE

TWITTER.COM/DOCTORHAM

TWITCH.COM/DOCTORHAM

Had a flash of inspiration upon getting the Castrum Abania black mage weapon the other day, and composed this glamour of a sin eater black mage. Since I can't draw, this is the best way I could think of to artistically express a sin eater version of my character. The leg piece is pretty interchangeable, and any short shorts will work. As for the feet, if you're not a Viera you can probably get a similar effect from the Werewolf Feet, dyed General-purpose Pure White.

GEAR LIST

SIN EATER BLACK MAGE

TEIWAZ
OBTAINED: CASTRUM ABANIA

BONEWICCA WHISPERER'S MASK
OBTAINED: THE SWALLOW'S COMPASS

TRUE LINEN ROBE OF CASTING
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

BONEWICCA WHISPERER'S GLOVES
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: THE SWALLOW'S COMPASS

NEZHA LADY'S SLOPS
OBTAINED: MOG STATION

VIERA SANDALS
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: MAISENTA - NEW GRIDANIA (48 GIL)
/ MARKET BOARD

WARRIOR OF THE WILD

The world is a terrifying place where man and nature are in a perpetual conflict of control. The whisper of the wild lives within us all, but only a warrior can unleash the beast within.

GEAR LIST

FOR WARRIOR OF THE WILD

DEEPGOLD BATTLEAXE
OBTAINED: SHAI-TISTT
THE CRYSTARIUM (39,744 GIL) /
MARKET BOARD

THE FORGIVEN'S CIRCLET OF FENDING
DYE: SOOT BLACK
OBTAINED: MT. GULG

RAVEL KEEPER'S VEST OF FENDING
DYE: WINE RED
OBTAINED: THE QITANA RAVEL

THE FORGIVEN'S GAUNTLETS OF FENDING
DYE: SOOT BLACK
OBTAINED: MT. GULG

RAVEL KEEPER'S KECKS OF FENDING
DYE: SOOT BLACK
OBTAINED: THE QITANA RAVEL

FACET SABATONS OF FENDING
DYE: SOOT BLACK
OBTAINED: CRAFTED (ARM LVL. 80) /
MARKET BOARD

RONKAN NECKLACE OF FENDING
OBTAINED: AYMARK - EULMORE (180 GOETIA
TOMES)

THE *GPOSERS* EXPERIENCE

By Serenaya Carrin

Hey y'all, I'm back again after a break during Shadowbringers' launch month! I hope you've all had an equally or even better experience sinking your teeth into the story and new content—it has been one heck of a ride. Whether it's getting prepped for Savage, adjusting to class changes, or grabbing the necessary gear, *time* has been a little short for sure. However, as this is the one-year anniversary of the magazine, I want to take some time to talk about it. About how it started, how I've developed while GPOSERS was first starting out, and what the GPOSERS staff and community means to me.

NEW BEGINNINGS

It was October 2018 and my dear old friend Pinkie, who I'd known since beginning my time in Final Fantasy XIV, mentioned GPOSERS to me—this new magazine that was still finding its footing. I was shown some of its work and was immediately drawn in. Admittedly, I've never considered the possibility of fanworks in this way. Having noticed the quality in design and writing, and being someone that enjoys both, this was something that I needed to try my hand at. Without any hesitation, I sent a short introduction based on my character (my darling Serenaya) via Pinkie to Marot as a short example to show off my skills in basic English. His first impression?

> **Overly descriptive, typical RPer.**
>
> - Marot 2018

Now... don't get me wrong, I've taken part in role-play of one sort *or another* across other games—so this wasn't entirely inaccurate—but hey! I could tell Mr. Lead Editor meant business, so the mild criticism worked for me. I was given entry into the staff team and my first piece would be a story written for Issue #4: Crescendo. *More on that later.*

Everyone was friendly and welcoming, just as they are now. My first meeting wasn't long after I joined. I was admittedly pretty quiet until Kupaii called me out and said hello. Thankfully, I have a distinct English accent to break the ice and the NA folk seem to love it for some reason. Personally, I have a bland as heck personality, but the random conversations that seem to flow after are always a noteworthy mention. Yes, Frey, that's you.

As with any group project, it's not free of salt by any means, and there are often complaints here and there amongst banter and verbal shade being thrown about. I most notably remember the designers being amongst those who often have the most to scream about (looking at you, Yomi! Love you really.).

It's fair enough though, as they can't do much until the assets from Authors and Photographers are in. But I guess deadlines exist for a reason.

> **"I digress, it feels like a family."**

No one is perfect, but we all get along and the results show through monthly issues of the finest quality. All of it due to the rigorous proofreading, QA checking, and one-hundred and ten percent put in by everyone monthly on an entirely voluntary basis. I couldn't be happier to be a part of them.

THE FIRST PIECE

Now, back to that first story. My first piece was a short narrative I initially co-wrote with Pinkie. It had to be a music-based piece that remained accurate to lore while fulfilling the theme. Can't be hard, right? Well, it wasn't. My silly brain decided to be a bit too clever for my own good. We created a story for sure and it worked, but sadly creating a metaphor that relied too heavily on people interpreting it with the same emotional value that we did would not pass. It was binned and laughed at after submission. But, I was lucky as it was before the deadline, so I still had time to *re-write the entire thing*. I thought I'd been thrown off the staff before I even got started, but the story you see in that issue today was the result of 3-4 hours of my brain going into overdrive. Not bad, not bad. It was later that month where I would receive my first taste of what it was like to have my writing published. I was blown away. I'd been used to one-on-one or group RP in other games that were forum-based faction style encounters or characterized in a game where conflicts would take place, but never in a magazine. Issue #4 holds a lot of sentimental value as I've never had the opportunity to share anything I'd written to a community of any size. It felt incredible even though GPOSERS was pretty small at the time.

From then on it's been pretty smooth sailing, honestly. Being a part of GPOSERS not only gives me something to do with excess free time, but it also fulfills a passion I have for writing. I did say that Marot's initial comment regarding RP wasn't entirely incorrect. It's been amazing to have a way to focus on it between real-life related coursework and otherwise. They have enabled me to hone my skills as well as allowing me to witness the amazing work that our designers, photographers, QA, social media and website-specialized staff have put in. Over the next issues, I continued to co-write with Yuki who has sadly left us, but that was also a pleasure. I've learned more about myself and my limits in authoring. The Romeo and Juliet spin-off, the "Sweet Magic" story and the various, more informative articles that I've done have all been a lot of fun to write. Of course, these have then been completed by the amazing visual work the rest of the team put in and brought them to life in ways I thought impossible. However, that's probably enough about the internal GPOSERS affairs as there are two elephants in the room that I've neglected to mention so far: The **GPOSERS community Discord**, and the success of **GShade.**

THE GPOSERS COMMUNITY

For quite some time, I had only poked my head into the Discord every so often just to see what was going on. What did I see? A plethora of people from across the world that shared the same interests. That number is now **over 8000**—a number that was once less than 1000 when I first joined. That in itself is amazing, but the sheer talent that people have with GShade and /gpose is more incredibly mind-blowing. To me, it has opened up a new world of sorts and is far more than just a way for me to kill time by tinkering (albeit badly, I'm no photographer) with lighting and poses.

> **The Discord oozes with inspiration, helpful tips and tricks, as well as a wonderful atmosphere.**

I'm not new to large communities by any stretch, having already mentioned previous ones I'd been a part of. Most recently being at the co-helm of the Light Discord, which is approaching 4000 since its Zodiark-exclusive birth back in March 2018.

The GPOSERS community is obviously different, but also the same. So many people talking and sharing experiences, connecting and helping and being all-round diamonds. Again, I wasn't that active in the past due to the aforementioned Light DC community taking up my time, but I often read what was going on and eventually was given a Moderator position. This, of course, required me to step it up, but that's more than okay as it has encouraged me to be a bigger part of the GPOSERS as a whole rather than just an author in the background. My experience in administration even going as far back as co-running a large Tekkit-Minecraft server in the past definitely helps.

> **I'm blown away every day and it's such a pleasure to be a part of everything GPOSERS.**

However, none of this would have been possible without every single one of you reading this being so welcoming and open-minded. GShade's successful boom was confirmation of that. Segue!

GSHADE

Oh GShade. What have thee done! Nothing bad of course, though there had been worries among staff—including myself—that its overwhelming success in terms of adoption into the lives of many Final Fantasy XIV players (never mind how many had joined the Discord simply for GShade itself) would overshadow our monthly magazine. Understandable, but I'll be honest, having seen comments like "The GShade Discord" and "The GShade staff" was a little disheartening. On the other side of the coin however, it's also true that no one could've predicted how Marot and the rest of the GShade "Illuminati" (trying to sound all official and edgy eh, guys? Heh.) had created a beautiful monster that would change how people take photos forever. So it's no surprise really, and not something I could ever complain about.

Once again, this goes back to the incredible talent of so many who post on our Discord on a daily basis; how many in the community have created amazing presets to fit every weather and mood imaginable, and it's still expanding with each update. Regardless of its successful development from Angelite inspirations, it's all because of you, the GPOSERS community. I'm sure I'm not alone in saying that it's your acceptance, feedback, ability to spread the word, the kindness you radiate, and the character you all bring to the community that is the number one reason that we're still growing so rapidly.

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"Our motivation in creating the magazine every month as well is because of those that read it, even if you have just flicked through once or twice. Every second of your time means the world to us."

UNTO THE FUTURE

I realize this has gone from talking about me to talking about *us* and more importantly, *you*. We have *you* to thank for your support. We will continue on because of all of *you, the community*. I will sign off here, but I'll see you on the Discord and in the next issue. If you're on the Chaos data center and you happen to cross me in-game then do give me a wave, it'd be cool to meet more /gpose enthusiasts in some capacity. Hmm, I should really level that Primal alt I have...

ONCE MORE... THANK YOU, GPOSERS.

Serenaya Carrin

Author/Discord Moderator

EORZEA COLLECTION's

Finest

FROM EDEON, CREATOR OF EORZEAN COLLECTION
Here are the most loved glamours for July 2019!

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1ST PLACE

THE WHITE FIST OF JUSTICE by Artemis Aria from «Ragnarok»

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THE WHITE FIST OF JUSTICE

LIGHTBRINGER

2ND PLACE

THE LIGHTBRINGER by Calovy Duskmoon from «Louisoix»

3RD PLACE

BLOOMING ROSE by Lily Nightray from «Twintania»

BLOOMING ROSE

AUGUST BIRTHDAYS

06 Alma Emma
Exodus
Rhalgr the Destroyer

08 Alexa Rabbit
Balmung
Halone the Fury

15 Amateus Mitolsuam
Midgardsormr
Nophica the Matron

21 Aeio Katzen
Gilgamesh
Halone the Fury

24 Mae Eve
Exodus
Llymlaen the Navigator

24 X'shasi Kilntreader
Mateus
Rhalgr the Destroyer

30 Lho'a Relanah
Lamia
Nymeia the Spinner

30 Naur'a Moui
Ragnarok
Menphina the Lover

31 Kupaii Satil
Lamia
Menphina the Lover

31 Serenity Sirona
Malboro
Menphina the Lover

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ARTIST SHOWCASE

FEATURING DOKINANA

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INTERVIEW

WHAT DO YOU LOVE TO DRAW THE MOST?

I'd have to say GIRLS. I'm very comfortable when drawing girls, especially when it comes to character and outfit designs.

HOW LONG HAVE YOU BEEN CREATING ART?

Since I was around 11 years old. Both my grandparents used to paint at home while I watched them, so I just had to give it a try.

WHAT MOTIVATES YOU TO DRAW?

Being able to create, improve and inspire others to do the same is one of the most fulfilling and rewarding things about being an artist. Constant practice also keeps me in an active state of mind, making it easier for ideas to flow!

WHAT IS THE INSPIRATION BEHIND YOUR ART?

I take inspiration from many different sources: people, pictures, landscapes, my own personal tastes (music, art, movies, history and so on) and even dreams!

DO YOU ACCEPT COMMISSIONS?

Absolutely! Working on commissions has been one of the most exciting and fun experiences I've had this far: you get to know awesome people from all around the globe, as well as working on so many different characters, each with their own unique personality and aesthetics. It's also been a steady source of income for some years now and I'm always up for more!

DOKI NAVA 2019

DOKI NAVA 2019

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SOCIAL MEDIA

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AINE SEVRI
OF ZODIARK

COMMUNITY INTERVIEW

INTERVIEW

MAROT: First and foremost, thank you for setting aside a bit of time for this interview! You'd be surprised how popular these little glimpses into our community have become.

BECCHAN: It is my pleasure! I'm happy to be able to do a little chit-chat and I'm really surprised to be here actually!

M: We do our best to try and pick out active members of the community, and you sure seem to fit the description. Now to get us started for real, why don't you tell us a bit about yourself.

B: I'm glad to hear that, and sure! Hello everyone, I'm Becchan but I'm known in the GPOSERS community as Beccy! I'm a 24-year-old university student stationed in a well-known country called "Pizza Land". I started to discover the gaming world when I was around ten—when I asked my parents for my first gaming console—and I always stuck to consoles until a few years ago.

Then, when I started university I bought my personal laptop, and from there I discovered another side of the gaming world. The first massively multiplayer online game I tried lasted very shortly. In fact, after a while I only got close to game genres like role-playing games, and then mostly Overwatch. I'm guessing you are asking yourself how I got close to Final Fantasy XIV. Well, it was pure chance.

At the time of the first Final Fantasy MMO called Final Fantasy XI, I was really enthusiastic about the idea of a Final Fantasy game with your own character. But because I was still little, my internet wasn't great, and the monthly fee to be able to play hit me hard, I gave up. So I got my chance again a while back; Twitch was having a free trial and I was getting bored of the usual games I was playing. But at the same time, I wasn't sure what to do.

One day I decided to look into the game, search for information, etc., and while I scrolled through Twitter I kept seeing beautiful screenshots around! "How are people able to do this? I want to do the same." You need to know one of my hobbies in real life is actually photography, but coming back to us! I was still investigating it when I paused on the GPOSERS Twitter and then later joined the Discord community. That's how I started playing, but I assure you it wasn't all flowers. I had pretty hard times on my adventure.

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I WAS REALLY ENTHUSIASTIC ABOUT THE IDEA OF A FINAL FANTASY GAME WITH YOUR OWN CHARACTER.

FOR ME GPOSE IS NOT ONLY AN INSTRUMENT TO TAKE NICE PHOTOS, BUT ALSO A WAY TO DEVELOP THE LORE/PERSONALITY OF MY XIV CHARACTER AND COLLECT ALL THE LITTLE MEMORIES AS I GO THROUGH THE GAME.

M: I think sooner or later we all end up with an interesting story or twenty in games like these. Life stories aside, the next two things that spring to mind are the matters of who you are in-game and where we can find you.

B: In-game I'm a Raen Au Ra called Aine Sevri on the Light data center and resident right now of Zodiark! Even though I recently fantasia'd into a Miqo'te, I still resemble my original Au Ra. I often walk around Limsa Lominsa sharing some conversation with wanderers in the plaza... but this happens when I'm lazy! I usually run from one Main Story Quest to another or I will never reach the end! Even now I should be looking for my next quest in Ishgard. Ugh...

M: Well, do take your time to enjoy the trip. The biggest mistake I think you can make in XIV is skipping the story the first time around. On that subject actually, how long have you been playing?

B: I completely agree, I think one of the main strong points will be always the story in Final Fantasy games. I started playing around March with the free trial, opposite to where I am now. I was in the Chaos data center on Ragnarok, but because a friend invited me to Light I started my adventure there again! So I would say I began 5-6 months ago, and I'm still a little sprout.

M: Hey, everyone starts somewhere! If it's had you hooked for a good few months, that means you must be enjoying yourself at the very least. You mentioned photography as a hobby in real life earlier on, but would you say that's your favorite in-game activity so far?

B: I'm pretty sure it is one of them! Unfortunately, I play on a 7-year-old laptop and it makes daily duties more difficult than they are, so sometimes I just enjoy myself Gposing through my character's adventure. For me Gpose is not only an instrument to take nice photos, but also a way to develop the lore/personality of my XIV character and collect all the little memories as I go through the game.

It reminds me how one day while I was playing [XIV], the in-game sky changed color and I had no clue at all what it was for, so in the most natural way I took a photo while still being surprised by it. I discovered only later through a friend it happened because Odin appeared in the area. But yeah, this way I can relax a bit without thinking too much about all the lag I usually have to deal with!

M: Sometimes the best shots are the spontaneous ones, to be sure. Moving back to general gameplay again, has any particular class or job really stood out to you as of yet?

B: At the start, I wanted to begin the game playing as a tank, but pretty soon I fell in love with bard, and this is the actual job I'm grinding! At the same time, a few other jobs caught my eye like astrologian, dancer, machinist, and white mage, but my next choice to work on will be probably red mage or dancer! I was skeptical at the start with the healing classes because I always experienced the role of healer on other games, and after a while it was kinda heavy, but here on XIV it seems to be a pretty fun class to play!

M: Many people find it refreshing that healers aren't just exclusively healers in XIV. From the sounds of it, you're of the same mind. As I understand it you've only seen things up to Heavensward, but is there any zone or area that you're really fond of?

B: I always search for nice spots for my shots, and I have three which are my favorites! My top favorite area until now is insert name (Right now I don't remember the name of the zone, but it's the one on the right side of Mor Dhona with all the crystals and the lake!), during night time it is just breathtaking. My other two favorite spots are the region of Coerthas and the actual city of Ishgard. I love the snow, the music in the background... it just feels warm but cold at the same time.

M: Sounds like you may be talking about the Singing Shards with regard to Mor Dhona or the Keeper of the Lake itself. Now, you've mentioned how you stumbled upon our no-longer-small community, but how has your time with us been so far?

B: It was really nice, thanks to the GPOSERS community I was able to meet Xivi and Scar who helped me a lot through the game. They are probably one of the reasons I kept playing A Realm Reborn until the end without giving up. So I wanted to thank them for coming to help and support me in-game when I needed it the most; thank you!

M: Sneaking a shout-out in before the interview is even over, eh? Sneaky, that. On topic with the GPOSERS community, have you had a look at our monthly magazine issues? Bit of a funny question seeing as you're being interviewed for the latest one, I know.

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IT WAS REALLY NICE, THANKS TO THE GPOSERS COMMUNITY I WAS ABLE TO MEET XIVI AND SCAR WHO HELPED ME A LOT THROUGH THE GAME. THEY ARE PROBABLY ONE OF THE REASONS I KEPT PLAYING A REALM REBORN UNTIL THE END WITHOUT GIVING UP.

B: I checked them a bit! Mostly because of the tutorials/GPOSERS interviews and community showcase! They can be really useful and a nice way to look at other peoples' work!

M: Glad to hear you've been enjoying them! You mentioned it at length earlier, but have you been enjoying GShade as well?

B: Yes, I find GShade very versatile and easy to use! At the start, I tried to install ReShade without success. But by the time I discovered GShade, it was like a blessing from the heavens! I can say GShade is very user-friendly!

M: Second to last one then—how have your experiences been with our staff?

B: My experiences with them were nice, they have always helped me when I asked for advice or had any issues related to GShade. So I really don't have any complaints!

M: Excellent! Last one and then you're free to return to...not doing the MSQ: Any words for the readers and community?

B: Please enjoy every moment the game will give you, they will be great memories for the future! And remember... take a shot!

GPOSERS
MONTHLY CONTEST

GLAMOURBRINGERS

Our **August 2019** monthly contest was a special event proudly sponsored by **Loot Cave, Co.**!

We wanted to see only the most spectacular landscape shots that include you in equally stunning glamours befitting of its surroundings. The entries are judged not only on the quality and composition of the environmental photo, but also how prominently shown the glamour is and how it matches said environment.

We had the GPOSERS community post their screenshots on our Discord or social media sites with the hashtag #glamourbringers such as Instagram, Twitter, or Tumblr. Altogether, there were an overwhelming number of entries!

Here are our lucky Glamourbringers scoring some lovely Gunbreaker and Dancer job stones from **Loot Cave, Co**.

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#1 LILITH LOVECRAFT
BALMUNG

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#2 X'SHASI KILNTREADER
MATEUS

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#3 SANIS TIA *PHOENIX*

Hidden Gems

THE BURNING WALL

Eastern Thanalan (29 , 25)

The remains of a cliff which once separated Eastern Thanalan from the Great Wake, the Burning Wall is a stunning example of the geological shifts caused by the Seventh Umbral Calamity.

ZENITH

The Churning Mists (7 . 27)

One of the few (mostly) unscarred structures left in all the Churning Mists, Hraesvalgr's fortress stands as a testament to the beauty and strength of Ascalonian architecture. What do you see when you gaze upon its majesty?

RED MANTIS FALLS

Eastern La Noscea (15 , 28)

If you manage to survive the dense La Noscean jungle and sneak past the deadly red mantises that lay their eggs near this grand waterfall, you will be met with a sight unlike any other.

LEEJA'S HOUSING CORNER

featuring Nala Llen's Apartment on Lamia

Hello and welcome fellow housing enthusiasts! Leeja here, bringing you some fresh, new housing content!

For this first article, if you're a fan of Final Fantasy Tactics then you are in for a treat. Lamia resident **Nala Llen** has recreated the Outfitter from FFT in her Goblet apartment.

Final Fantasy Tactics Outfitter in Chapter 1

Dedicated to recreating even the most minor detail, Nala lines the walls of the Outfitter with various items found in Final Fantasy XIV.

From potion racks to armor-wearing mannequins, the ladder against the wall to the left, and even war chests in front of the little girl with the red dress, these subtle yet effective details truly bring this design to life.

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If anyone would like to visit Nala's apartment, she's located in **The Goblet, Ward 2, Apartment 21**. Take a look around and browse her wares. Experience a piece of the world from the Kingdom of Ivalice brought to life right here in Eorzea!

Alright housing fans, let's see what you've got up your sleeves! If you've seen any houses in your travels that have blown you away, then I want to hear about them! Maybe you've designed one yourself? Tell me about it! From Free Company rooms to mansions, the opportunities are endless, and I can't wait to see what's inspired you.

Leeja

WANT TO SEE MORE?

JOIN OUR DISCORD

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THE PHOTOSMITH

gettin DoFFy with it

WITH FREYA BLOODMOURNE

Hello GPOSERS! After a brief break, The Photosmith is back again with another guide and a new look! This month we'll be diving into depth of field—or more commonly known as DoF. You no doubt have seen this term while using /gpose or many of the numerous GShade presets created by our staff and wonderful community. But, what is DoF? How do I use it? DoF is one of my favorite features in Gpose and I use it regularly when I pick up my camera IRL! For this guide, we'll be taking a closer look at the built-in DoF for vanilla /gpose as well as its GShade counterpart. Enough of my introduction... let's dig in!

FIRST THINGS FIRST...
WHAT IS DOF?

Depth of field is a commonly used skill in which photographers utilize light and their lens to creatively sharpen or blur certain areas or subjects in their images. By adjusting the **F-stop** (aka aperture)—or more simply, controlling the amount of light that comes through the lens—they alter the depth at which the lens itself focuses.

Depending on the distance to the subject matter, it can effectively deliver a crystal clear image or one that blurs the background, drawing attention to the primary subject. The **/gpose feature** in-game uses this effect and will be the first topic in this guide. So let's take a look at the game's built-in DoF slider and see how it works!

SEE IT IN ACTION - THE BUILT IN DOF FEATURE

When you open the **/gpose menu** for the first time after login, the depth of field feature will already be active. One thing I absolutely love about /gpose is that the **DoF slider** uses terminology that photographers are already familiar with such as **F-stop**. F-stop is a fancy term for aperture—an adjustable light blocker that either allows a lot of light or only a little light in through the lens depending on the number selected. It plays an important part in calculating the focal range in where the subjects/backgrounds of your image are focused. A smaller number selected on the F-stop leads to a larger aperture (more light in the lens), creating a shallower depth of field. Conversely, a larger number on the F-stop reduces the aperture (less light) and creates a larger depth of field. But how does this apply in /gpose? A smaller number on the /gpose F-stop slider creates more blur whereas a larger number creates less, as seen in these ***examples***:

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SMALLER F-STOP VALUE

With a larger aperture (smaller F-stop value), the focal range is closer to the subject thereby increasing the amount of background blur.

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LARGER F-STOP VALUE

Whereas the smaller aperture (larger F-stop value) increases your focal range and reduces background blur.

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CHECK OUT THAT

Everything's kinda rough with a low focus value for this shot. That's because the focus point is in front of me! Let's play with the slider...

There is a manual focus feature as well that allows you to get more creative and select a custom area of focus in your shot once you've added the desired amount of blur. Here are examples of the higher values/lower values and how they behave:

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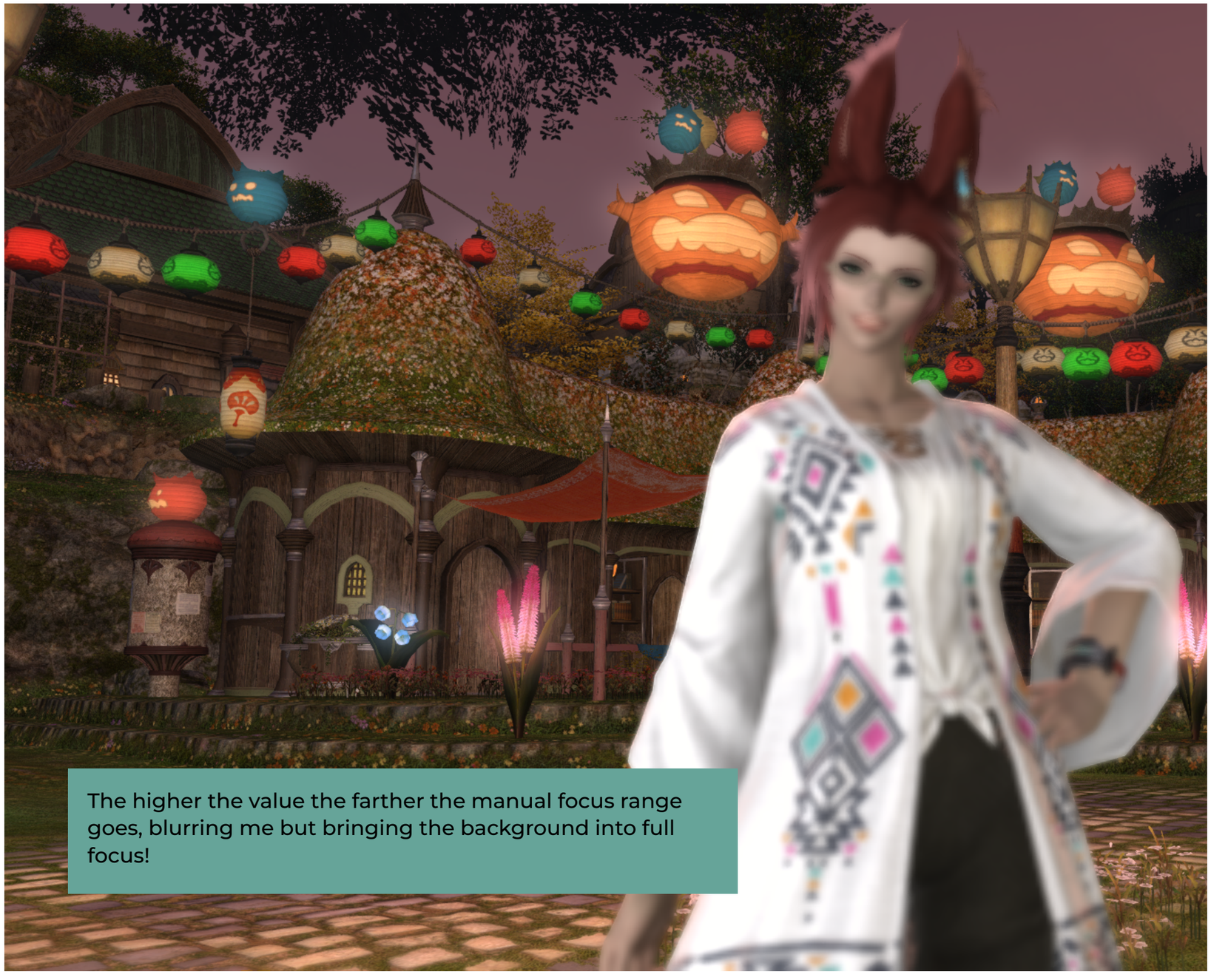
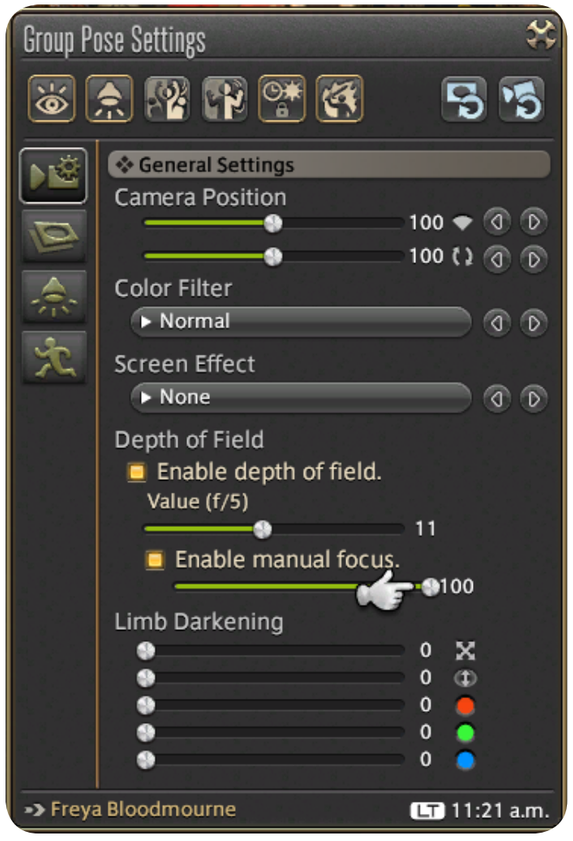
MANUAL FOCUS HIGH VALUE



The higher the value the farther the manual focus range goes, blurring me but bringing the background into full focus!



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Here I have found the value needed to bring my character into focus - This manual focus feature is really awesome when taking photos of multiple models in varying depths within the shot! You can use it to bring just a bit into focus on a model for added depth effects and realism.

THE GSHADE DOF

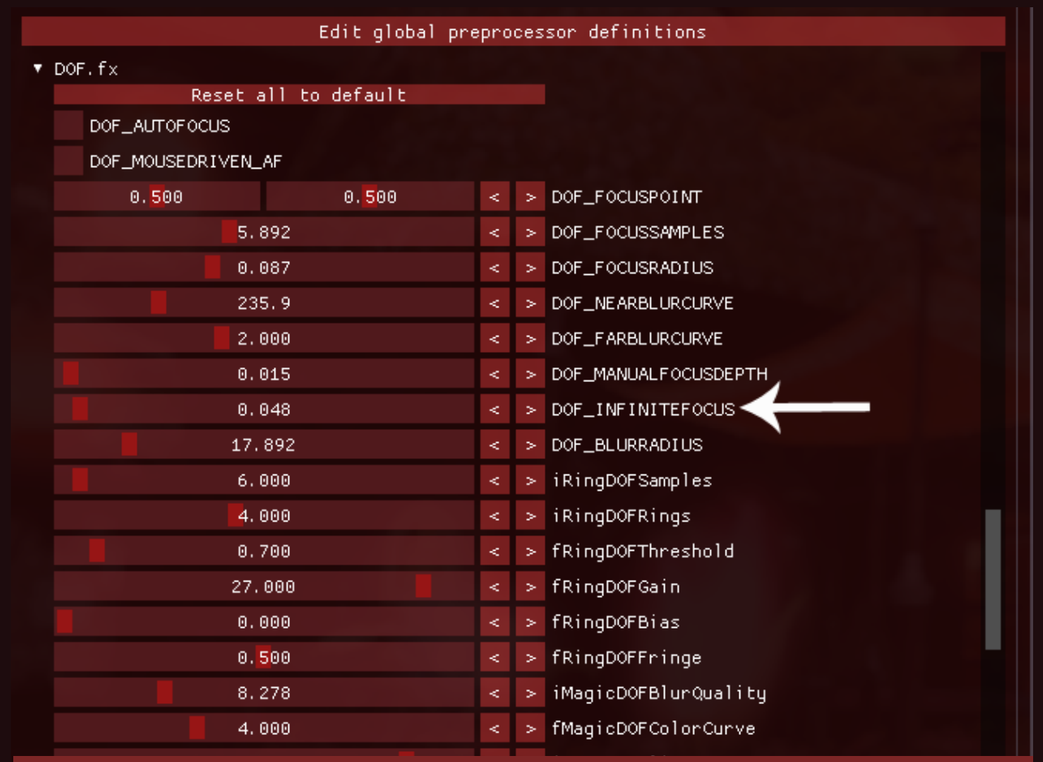
So anyone who has downloaded **Gshade** and played with the shaders has encountered one or more of the many DoF effects found within the build. These shaders are super versatile and have tons to offer in enhancing the depth of field of your screenshots. For the sake of time, I'll be working with my personal favorite—the **MartyMcflyDOF.**

This guide will only be providing a basic overview of how to get the blurring effects working and will get your feet wet with the three major sliders that affect the amount of blur and adjust the focal ranges. The features in this shader alone are massive. It is also important to note that disabling the DoF in the **/gpose** menu is recommended when using GShade as it can negatively affect blur depending on the distance from your subject.

DOF SLIDERS

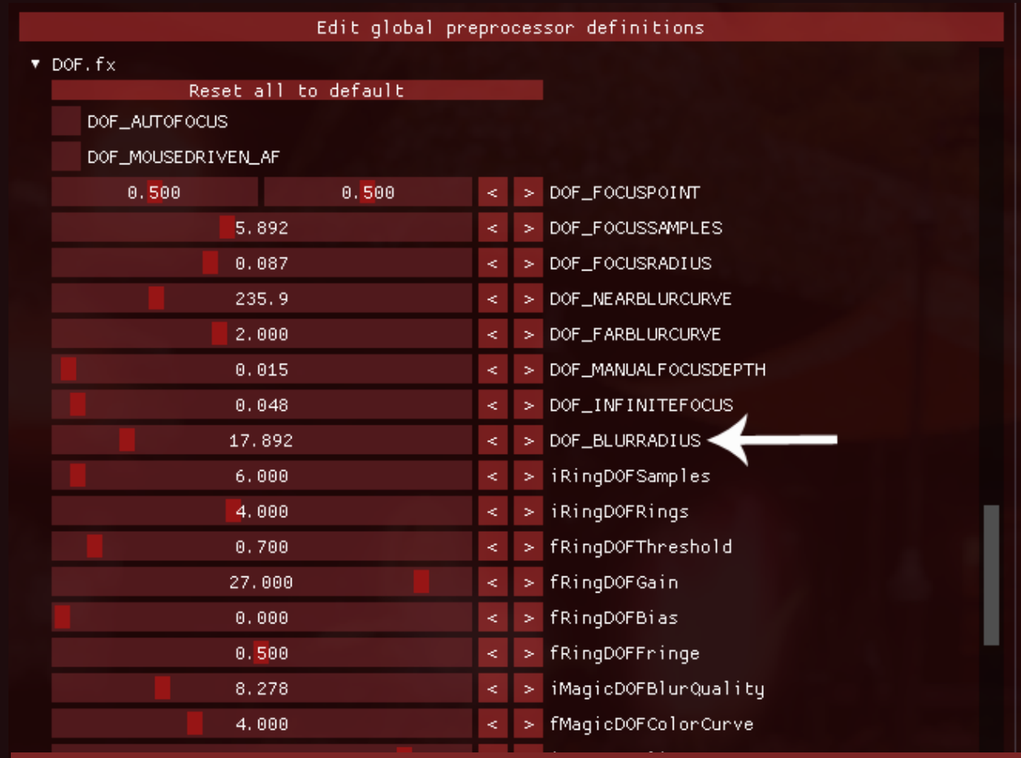
The three sliders I will be pointing out are the **DOF_INFINITEFOCUS**, **DOF_MANUALFOCUSDEPTH**, and **DOF_BLURRADIUS** adjustments. These three sliders will affect your image the most in terms of blurring and focus. There is way more here than a brief guide could cover, but these three will get you the most out of DoF if you're building a preset of your own or want to adjust DoF values to your liking!

DOF_INFINITEFOCUS



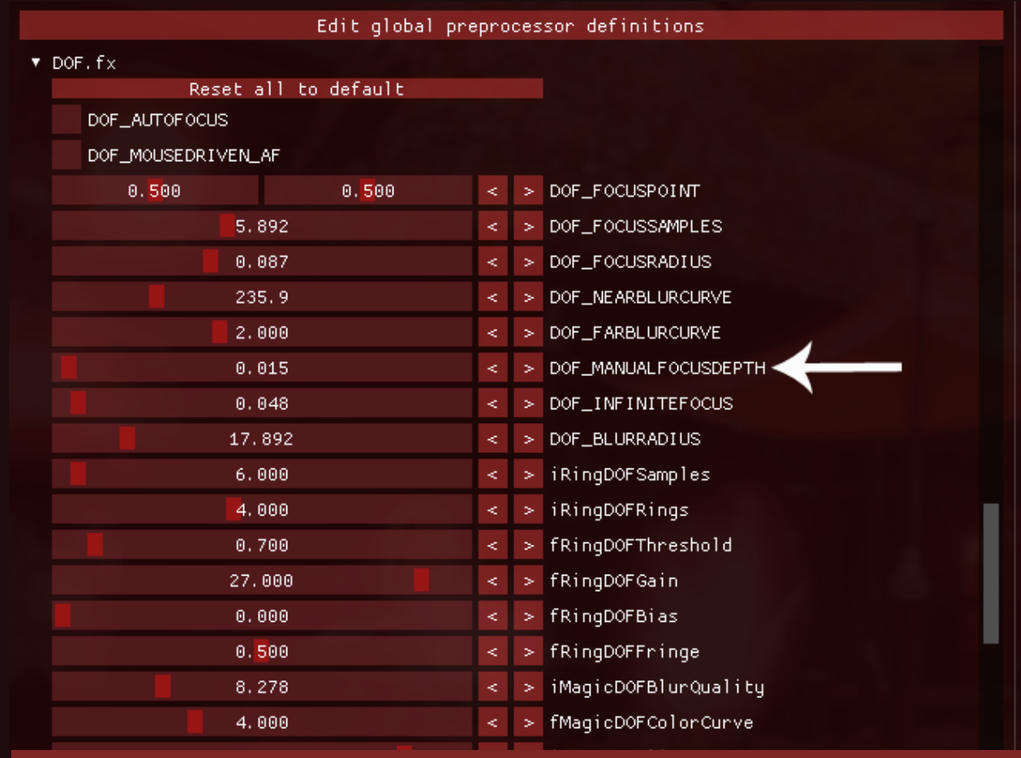
The infinite focus slider behaves similarly to F-stop - it affects the blur amount. Here is an example at max slider

DOF_BLURRADIUS



DOF_BLURRADIUS affects the blur a step further, increasing the radius of the blur amount. You can see the effect more clearly around the paper lanterns with the slider at max.

DOF_MANUALFOCUSDEPTH



DOF_MANUALFOCUSDEPTH behaves similarly to the manual focus toggle in the /gpose menu. The slider's value will change the focal point within the shot. At max slider my character is blurred while the background is in focus!

IN CONCLUSION

Whew! That was a doozy... My ultimate hope here is that this month's guide on depth of field helps to demystify the feature and encourage further experimentation on what it has to offer in screenshot enhancement.

As always, I want to encourage you to get out there, open up / gpose, and have a great time with all it has to offer! Don't forget to join the GPOSERS community on Discord and say hello! I would love to hear your questions and feedback!

Thank you all for taking the time to check out this guide!
Happy Gposing!

Photosmith Freya

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